



Industry Days
22-24 May 2000

-Panel-
"Use of M&S in
Major Systems
Acquisition"

RADM Kathleen K. Paige
Chief Engineer

Assistant Secretary of the Navy
(Research, Development &
Acquisition)



System Engineering



It's About:

*Understanding the Problem to be Solved and the
Tools Available With Which to Solve the Problem*

Building a Little, Testing a Little, Learning a Lot

Relationships and Teamwork

Details! Details! Details!

**Turning Mission Needs and Concepts
Into a Practical Reality**

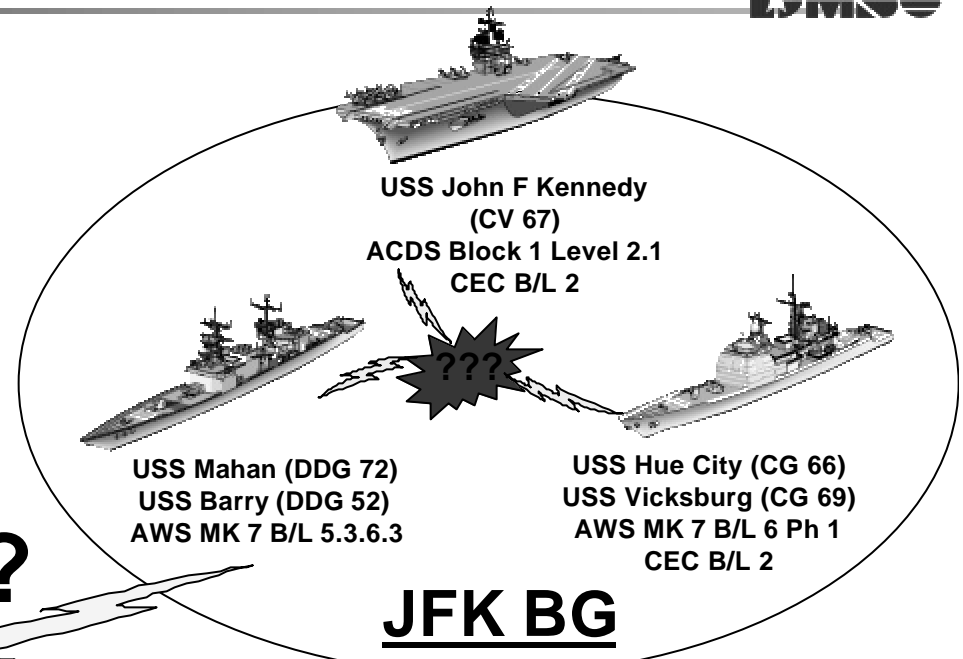
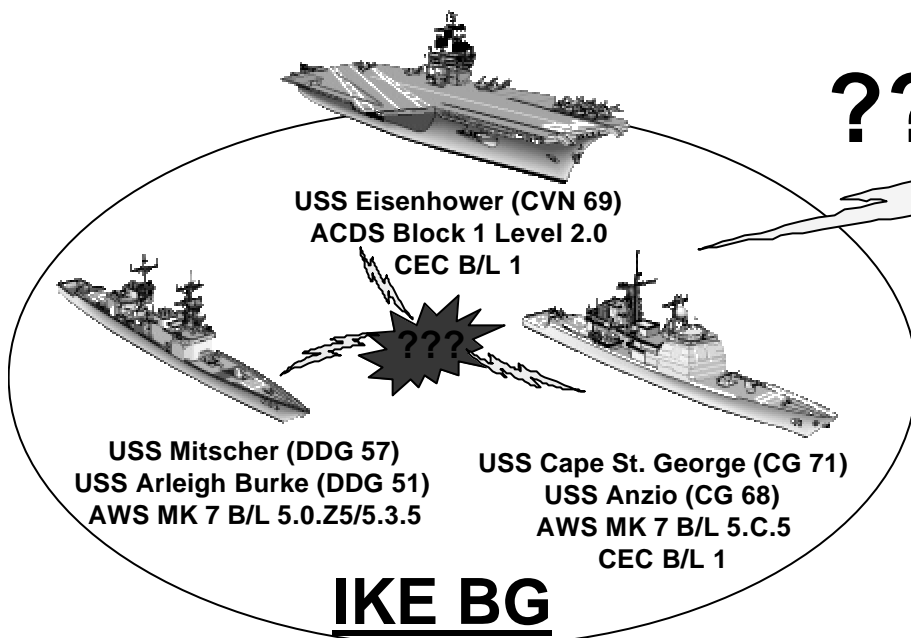


Navy Battlegroup Operations (1997-1998)



"...incoherent tactical picture for BG operators."

CINCLANFLT BGSIT 021731ZMar98



"... complex warfighting capabilities ... significant battle group interoperability challenges."

CNO WASHINGTON DC 021648ZMay98



The Navy's Organizational Response



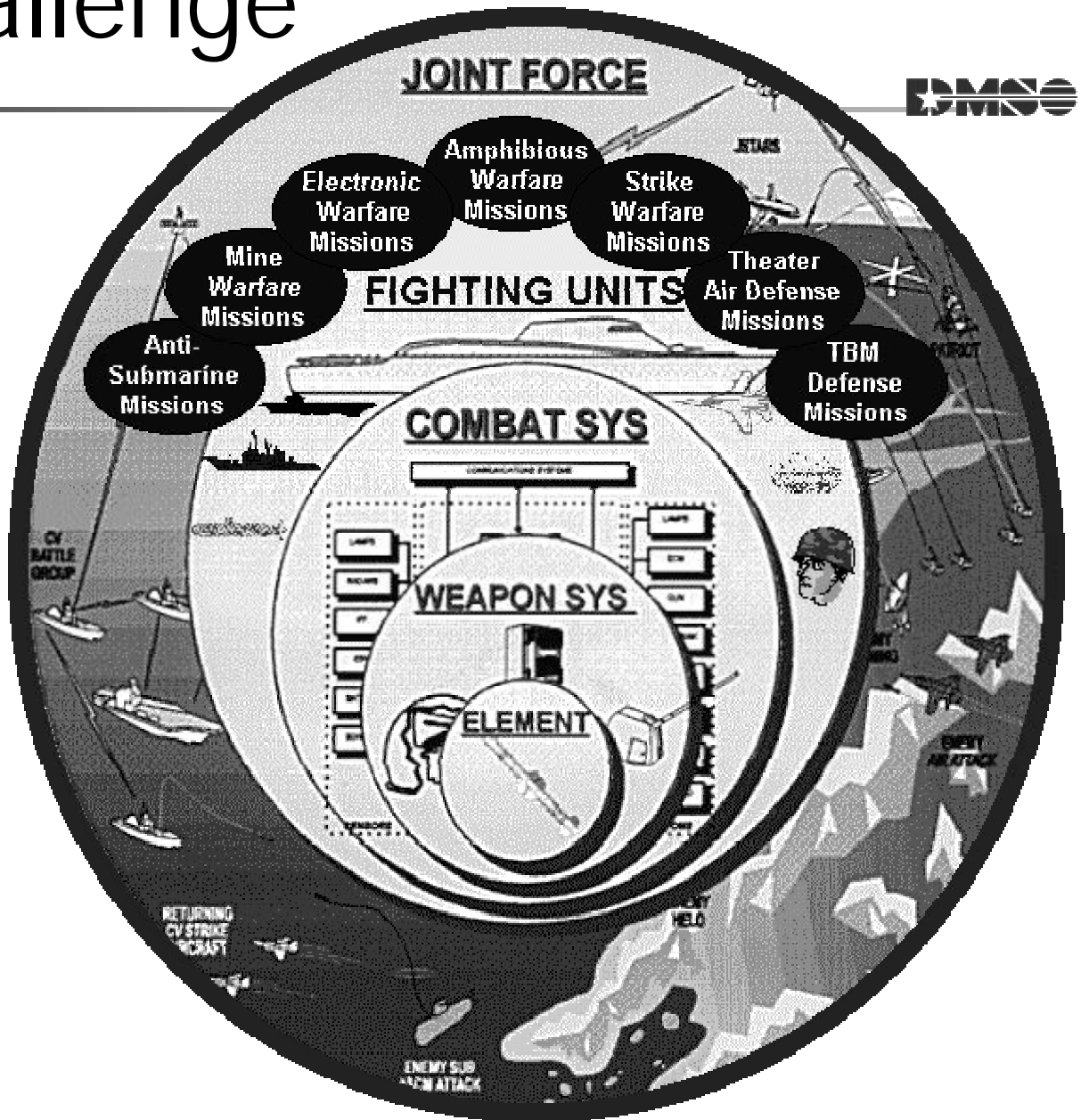
- PEO (Theater Air Defense) & PEO (AEGIS/Surface Combatants) Merged into Single PEO for Theater Surface Combatants – April 98
- CNO Designated NAVSEA (SEA05) as CNO Lead for Battle Group Interoperability – May 98
- OPNAV Initiates Integrated Warfare Architecture (IWAR) Process
- ASN(RDA) Designates Chief Engineer as Senior Technical Authority Within the Acquisition Structure
 - For the Overall Architecture, Integration and Interoperability of Current and Future Combat, Weapons and C4I Systems Used by the Department of the Navy – April 99
 - Also Designates Chief Technology Officer

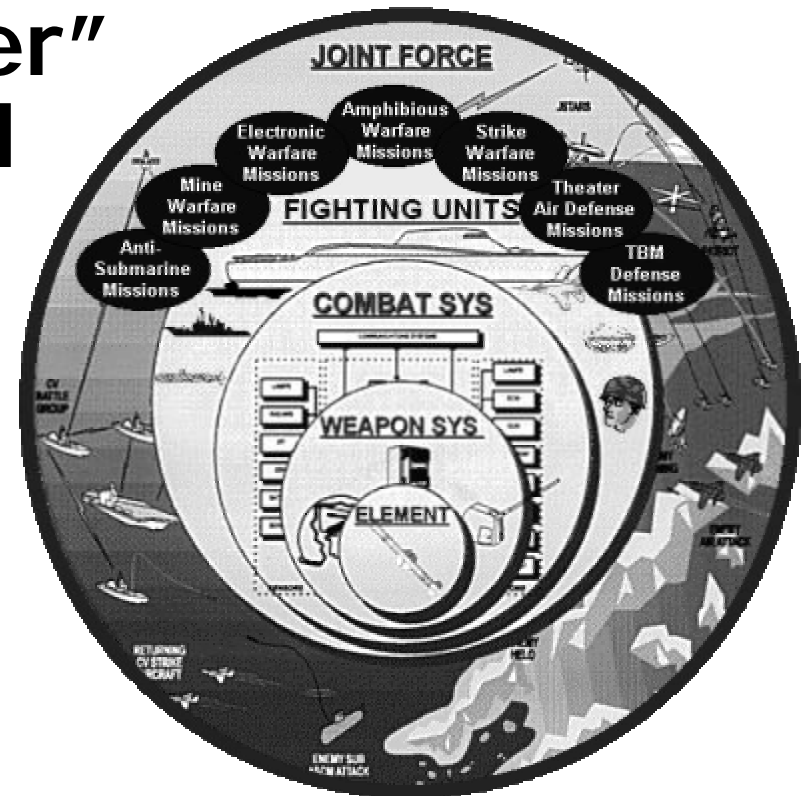
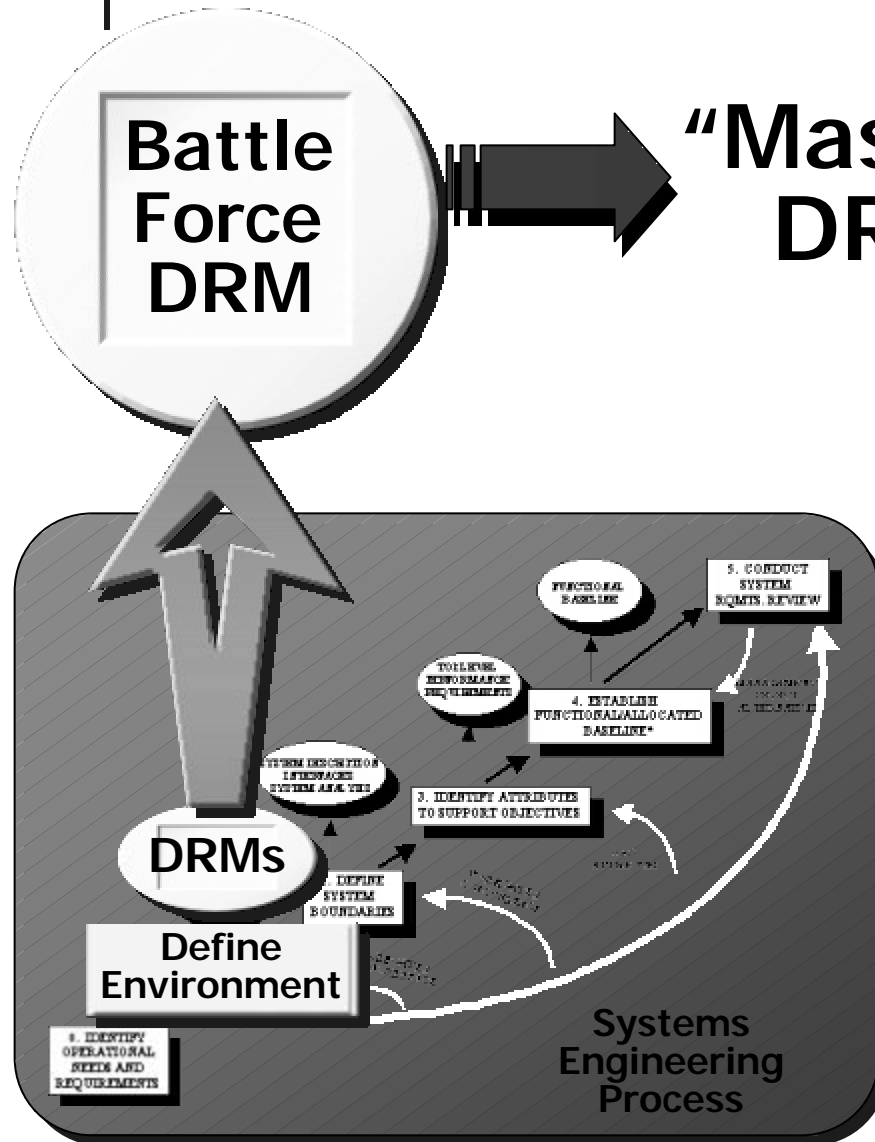


The Challenge

**Systems
Engineering &
Management**

***At
All
Levels***





Systems Engineering & Management At All Levels



Collaborative Engineering Environment



New Initiatives

AFRL Collaborative Enterprise Environment

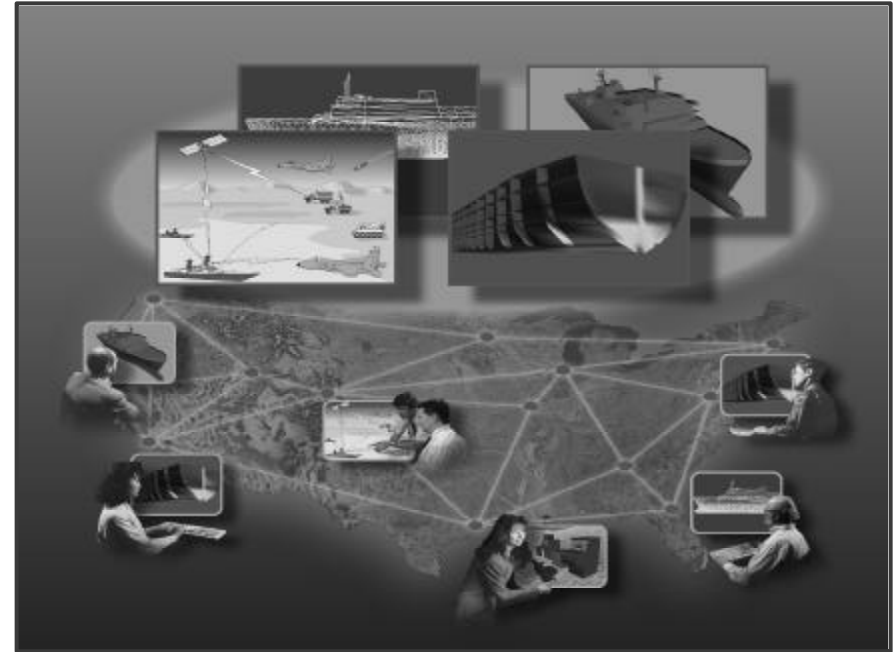
Distributed Knowledge Environment

AF Distributed Mission Training

NRL Collaborative Engineering Environment BAA

DDR&E Collaboratory

NASA Integrated Synthesis Environment



Successful research

DARPA Simulation Based Design

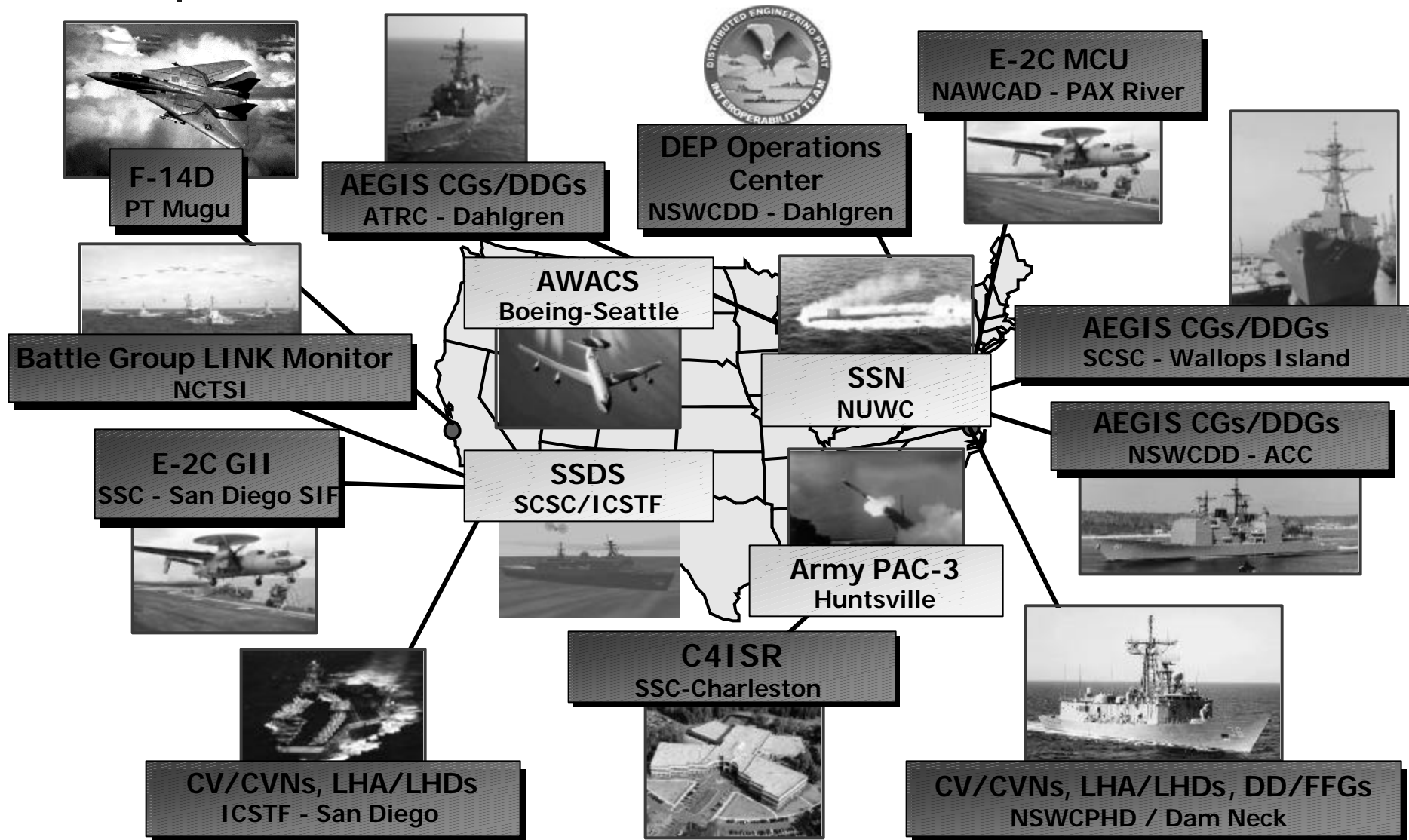
JDUPO AFRL Dual Use Collaborative Virtual Prototyping

SC 21 Manning Affordability Initiative Human Centered Design Environment

Builds on Existing Foundation



The **JDEP** of Today... Tomorrow...

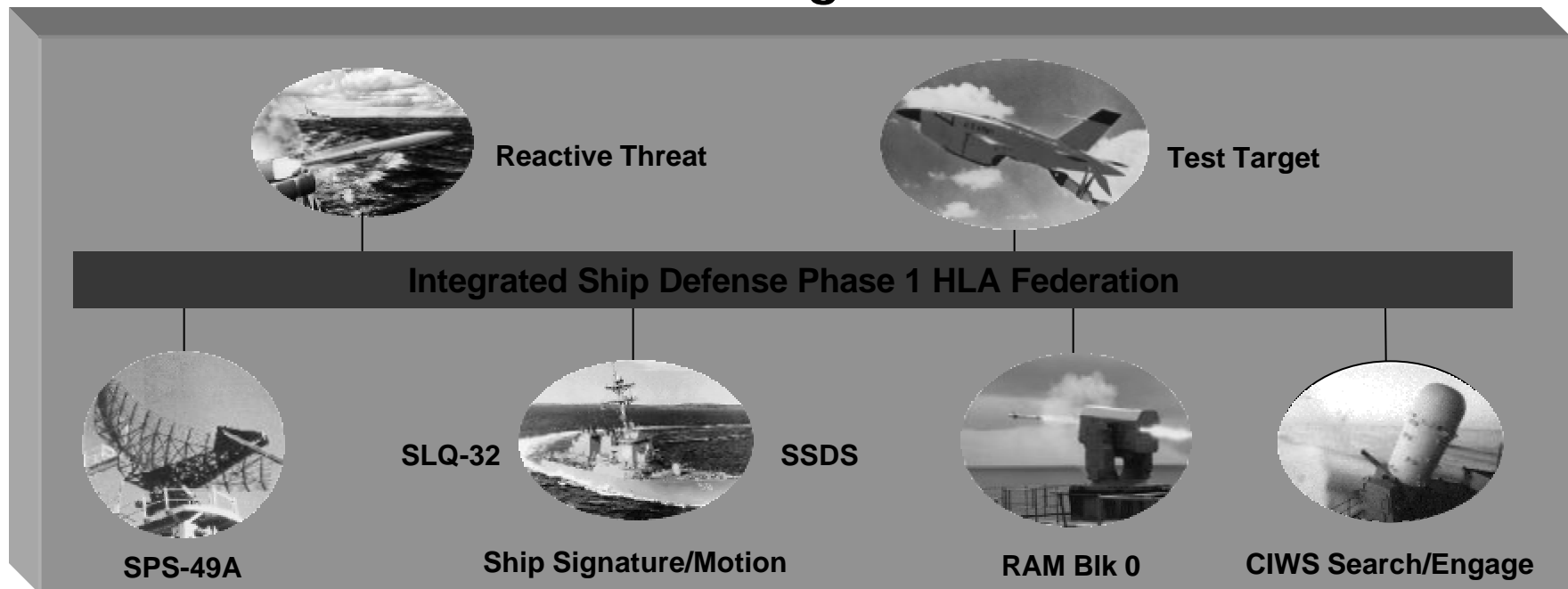




PEO-TSC HLA Pilot Program

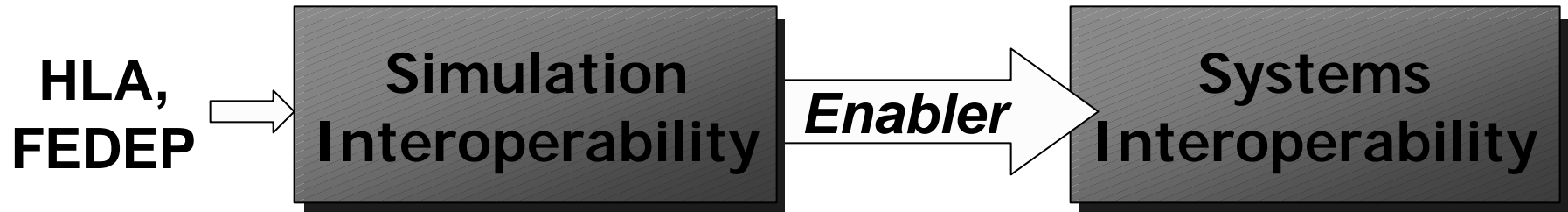


- Consortium of Navy Labs and Industry
- End-to-end ship defense with hardkill/EW integrated in same simulation framework
- Tactical combat system code-in-the loop
- Operational threat – test target interchange





Federation Development: Accomplishments & Lessons Learned



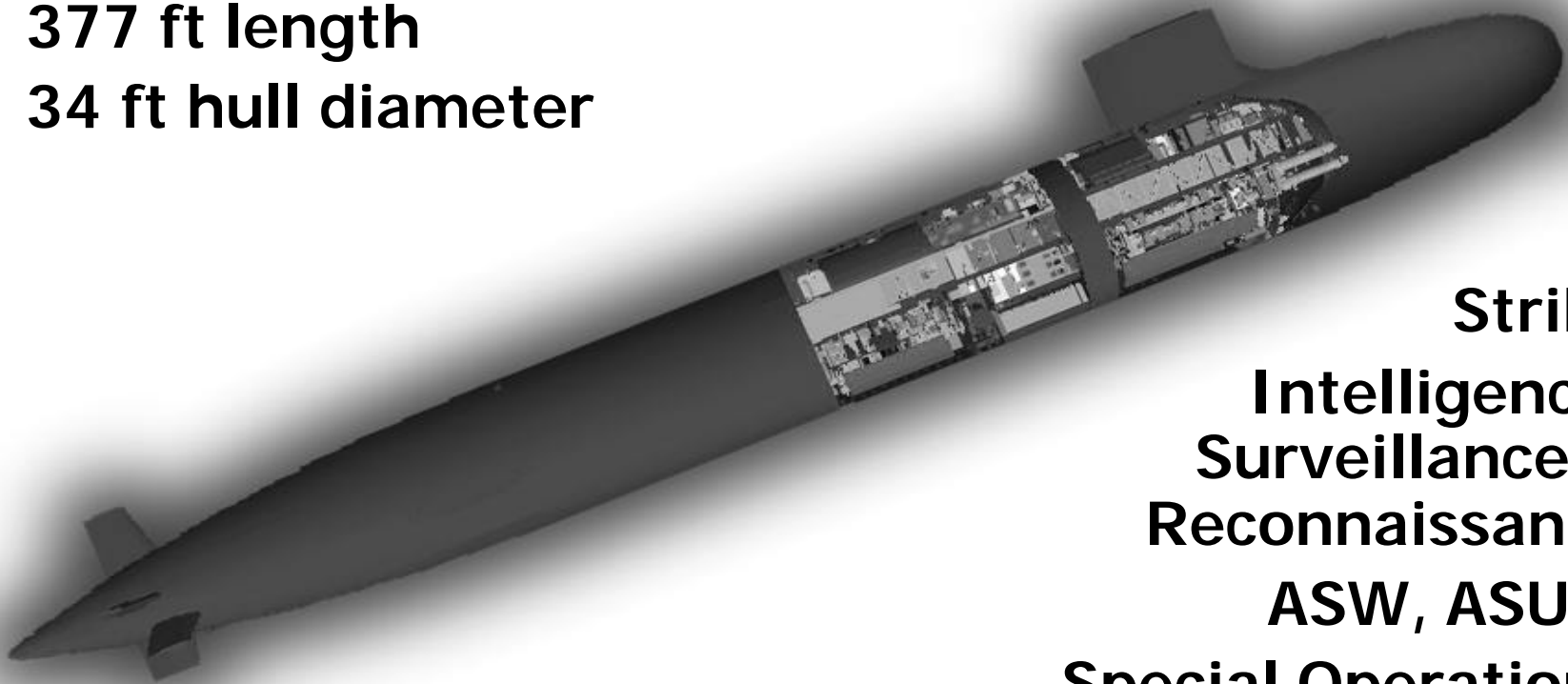
- Synchronized, engineering-level HLA federations are feasible
 - Legacy simulations can be reasonably integrated as federates
- Operational software can be re-hosted and federated
 - RTI permits IDS-compliant system-to-system interactions
 - Mapping from real time to simulation time is challenging but achievable
- Federation development both requires and builds teams
 - FEDEP fosters collaboration



Virginia Class SSN



7,800 tons submerged
377 ft length
34 ft hull diameter



Strike
Intelligence,
Surveillance &
Reconnaissance
ASW, ASUW
Special Operations

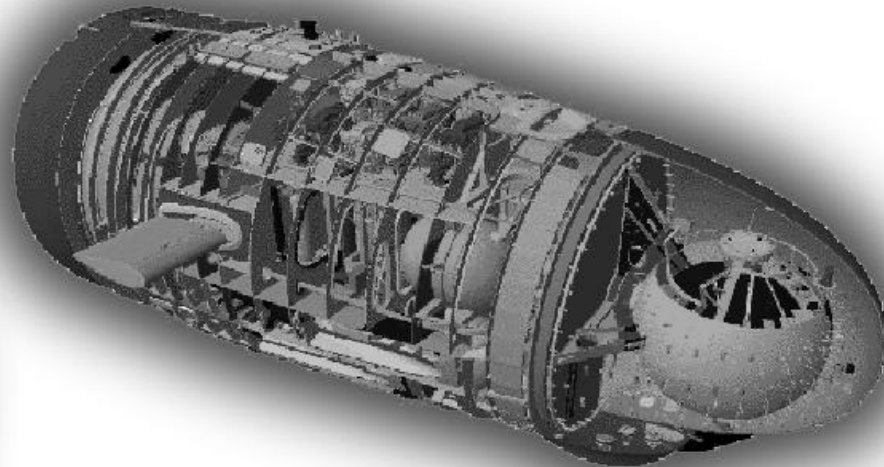
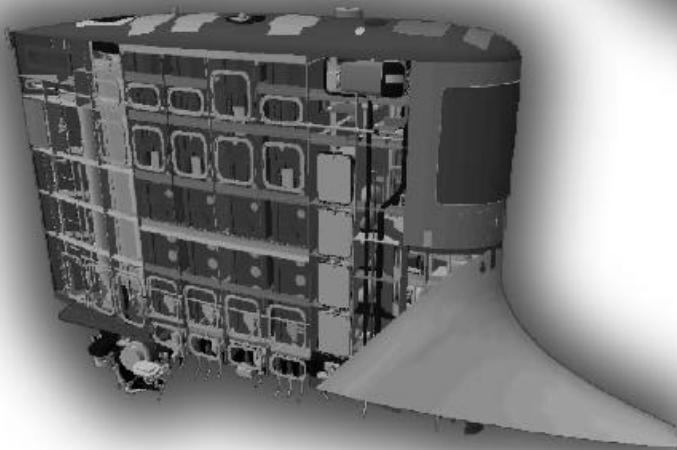
**"The Navy's next-generation
attack submarine"**



The Ship Product Model



Sail Model

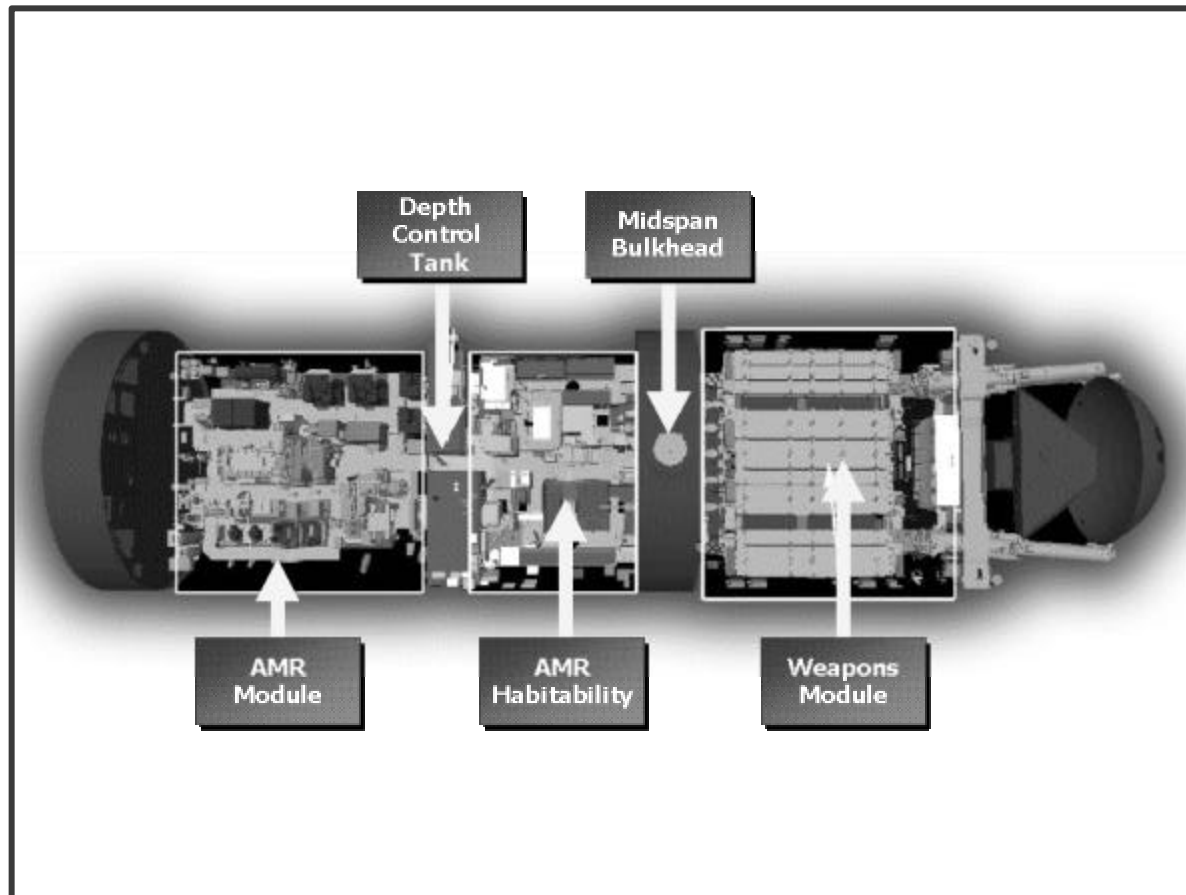


Non-Pressure Hull

"Virginia is the first American warship designed solely by computer..."



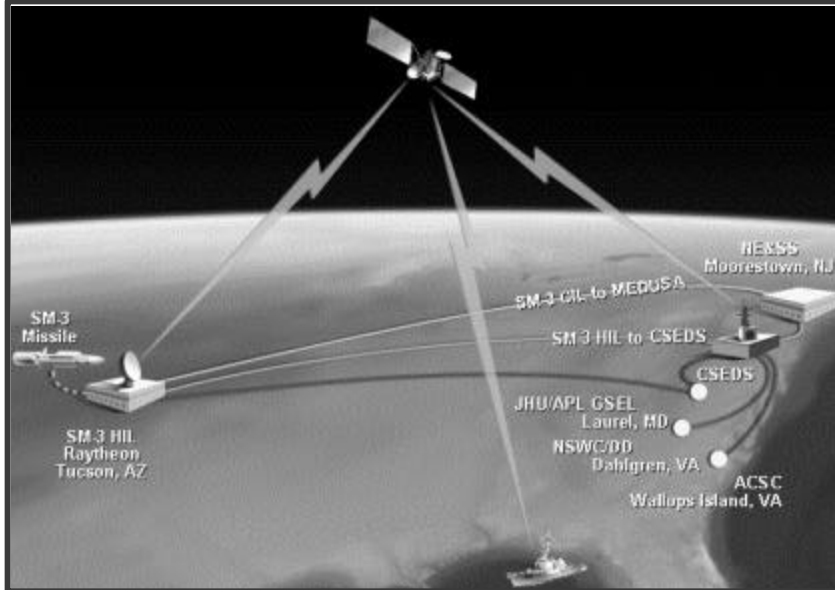
Simulation-Enabled Acquisition



Habitation Compartment Walk-thru



Navy Theater Wide



**End-to-End
Distributed Simulation**

Scenario Visualization



M&S Supporting Risk Reduction



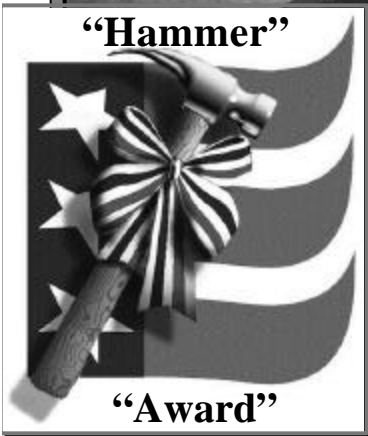
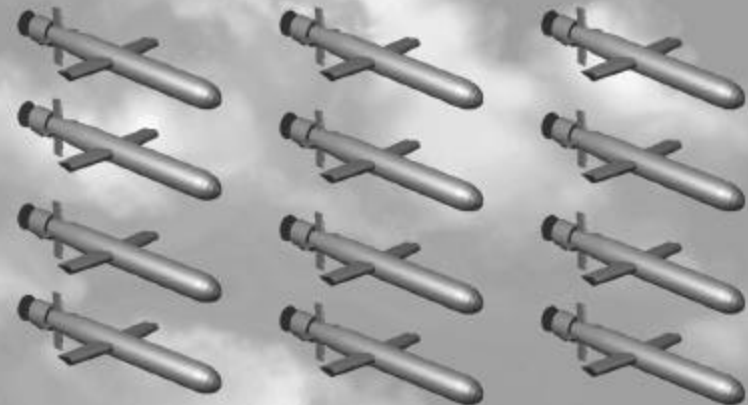
Tomahawk



1 Missile In 1 Day



12 Missiles In 3 Days



~ \$2000K

~ \$35K

**COMOPTEVFOR Confidence
for OPEVALS!!**



**Modeling and Simulation is
Fundamental to the Process!**